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LEARNING GAME SYSTEM

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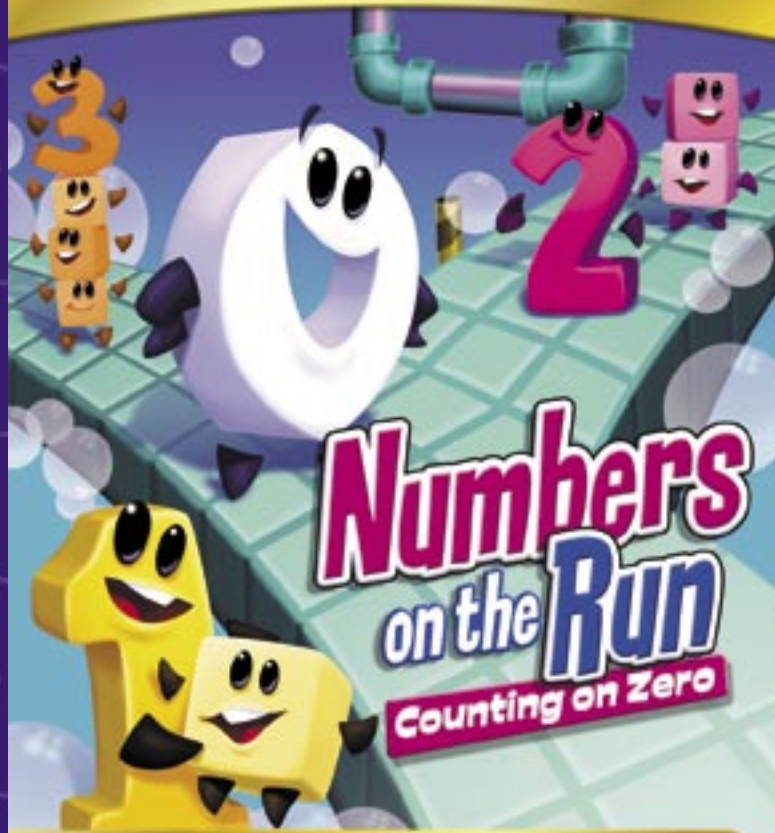
LEAP FROG LEAPSTER L-MAX™
LEARNING GAME SYSTEM



Numbers on the Run

Counting on Zero

Parent Guide

www.leapsterworld.com

This guide contains important information.
Please keep it for future reference.

Numbers on the Run
Counting on Zero

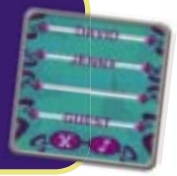
At Professor Quigley's Factory, every number is paired with an equal number of QUIDGITS™. When an emergency separates all of the digits from their QUIDGITS, Zero must return the QUIDGITS to their digits and restore the factory to order. This playful educational game reinforces important early mathematical skills. Plug into your TV for even more number fun!

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The LEAPSTER L-MAX™ handheld will store the game information of up to 3 players. To remove a player, touch the "X" button on the screen.



3 Many Ways to Play

Touch an icon with the stylus to enter a game world or touch the mini games icon to play a mini game. Players can also use the directional arrows to scroll through and highlight icons, then press the "A" button to select.

To turn off the background music, touch the music note. This setting will return to "music on" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

LEAP FROG

LEAPSTER L-MAX
LEARNING GAME SYSTEM

Coming in 2005!

Check out the ever-growing LEAPSTER L-MAX Learning Game System Library!

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Learning Videos

Available now on DVD!

All titles and products may not be available in all markets outside the USA.

Learning Fun On the Go or On the TV

Zero must find all the lost QUIDGITS™ and return them to the correct numbers. Zero spirals up poles and rides down slippery ramps as he makes his way through the factory. Mathematical problems appear each time Zero bumps into a question mark. Once players have solved the problem, doors open and Zero can move on to new areas of the world.

GAME CONTROLS

Players navigate Zero through different locations in this action-packed learning game. Level 1 of the Super Sudsy Scrubbing Zone is where all players can learn how to move Zero and respond to questions.

- Press left and right to move Zero across the screen.
- Press the "A" button to jump.
- Press the "B" button to repeat questions.
- Press up and down to spiral up or down a pole.

A Quig-O-Meter at the end of each level shows how many QUIDGITS have been collected. The Golden Quidgit awaits players who collect all the QUIDGITS at each level.

MULTIPLE LEVELS OF LEARNING

There are three lively worlds for learning pre-K and kindergarten (ages 4-6) mathematical skills.

Each world is made up of three different levels as players advance to more difficult concepts. Each level offers gradual increases in mathematical challenges for young learners.

HOW A TUTORIAL WORKS

The goal of a tutorial is to offer children a strategy for breaking down a problem into smaller parts. A tutorial is activated when the player presses the Hint button or gets a number of incorrect answers. Simple prompts provide examples of the number concepts or give players clues to ensure learning success.

WHAT'S BEING TAUGHT?

Numeration: Players learn counting, reading, writing and sequencing numbers from 0 to 100.

Operations: Players learn to solve simple addition and subtraction problems involving small sets of objects and numbers.

- ***World 1: Super Sudsy Scrubbing Zone*—**Teaches number identification, number/object association and counting.
- ***World 2: Ultra Outer-Spacey Zone*—**Teaches simple addition, number identification and more than/less than.
- ***World 3: Wrap Pack and Stack-It Zone*—**Teaches counting backwards, simple subtraction and number identification.

WHY IS THAT IMPORTANT?

Developing a strong sense of numbers impacts how children reason and solve mathematical problems in later years. A child's ability to count, write, identify and represent numbers reflects their knowledge of numbers. Exploring the three worlds in *Numbers on the Run: Counting on Zero* provides a playful context for children to become more skilled and confident with numbers and exposes children to the vocabulary of mathematics in a meaningful context.

Mini Games
Number Writing Game

HOW TO PLAY

Step-by-step verbal and visual prompts guide young writers to form numerals from 0 to 100—one glittery stroke at a time. When plugged into the TV, players watch how to write numbers on the TV screen and then practice writing numbers on the handheld. Like magic, the number appears on the TV as the player writes on the handheld.

WHAT'S BEING TAUGHT?

Number Writing: Players learn to write numbers from 0 to 100.

WHY IS THAT IMPORTANT?

Young children are eager to learn about numbers in their world. As they learn to write each number, children begin to see how numbers are alike and different. Some numbers have curves and others have straight lines. Through practice, children begin to distinguish one number from another. They soon learn where to start writing, the direction of each stroke of the stylus, and what shapes to use when writing. The dual screen allows parents to watch as their child learns to write each number independently.

Antigravity Chamber Game

HOW TO PLAY

Gadzooks! Look at all those numbers floating around the Antigravity Chamber. Using the stylus, players drag numbers in the correct sequence into the air lock and then—whoosh! The numbers float to the top of the screen. Once the correct sequence is in place, the correct order is reviewed to reinforce the learning.

WHAT'S BEING TAUGHT?

Number Sequence: Players learn to place sets of numbers in the correct numerical order.

WHY IS THAT IMPORTANT?

Counting activities draw children's attention to the patterns and structure of our number system. An awareness of number words and number order is also reinforced through counting. Moving from rote counting to counting objects helps children learn more about number size, number quantities and number relationships. As children become fluent in their counting abilities, they establish a solid conceptual framework for future work with larger numbers as well as numerical operations such as addition and subtraction.

Bubble Machine Game

HOW TO PLAY

Help Zero capture more QUIDGITS™. Simple addition problems are posed for players to solve. Using the stylus, players circle the correct number of QUIDGITS to add to a given set of QUIDGITS. Pop the bubble when you have the correct number of QUIDGITS.

WHAT'S BEING TAUGHT?

Simple Addition: Players learn simple addition concepts by adding additional objects to reach a given amount.

WHY IS THAT IMPORTANT?

Every day young children add and count in real-world situations. Snacktime, dinnertime and playtime offer opportunities to explore the meaning of addition. These everyday experiences promote mathematical discoveries as children explore the relative size of numbers, talk about quantities of numbers and hear the language of addition—*add, count on, more than, one more* and so on. Playing games such as *Bubble Machine* reinforces the process of addition.

Pop And Drop Game

HOW TO PLAY

Look! Inside each bubble is a Quidgit. Pop the bubbles and watch the QUIDGITS™ drop. Players use the stylus to take away QUIDGITS as they solve simple subtraction problems, then touch the OK button when they have popped the right number of bubbles.

WHAT'S BEING TAUGHT?

Simple Subtraction: Players learn simple subtraction concepts by taking objects away from a given amount.

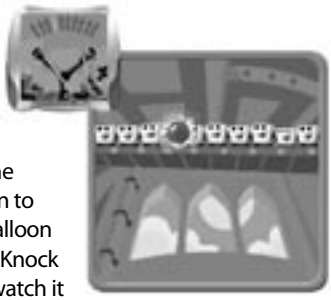
WHY IS THAT IMPORTANT?

Simple subtraction concepts begin with the concept of taking one object away from a given amount. Interactive games such as *Pop and Drop* illustrate how taking objects away makes a collection or set of objects smaller. These interactive visual experiences help lay the groundwork for more advanced work with symbols and numerals.

Unlock More Learning on the TV!

Numbers on the Run: Counting on Zero **is designed for learning on the go, or on the TV! Plug your LEAPSTER L-MAX™ handheld into the TV and show everyone in the room what you know about number concepts. When played on the TV, players will have access to a bonus mini game!**

Balloon Blast TV Game



HOW TO PLAY

When you plug the LEAPSTER L-MAX handheld into your TV, there's a BONUS game! Touch the water balloon with the stylus, and then drag the balloon to stretch the slingshot. Aim the balloon at the answer shown on the TV. Knock down the right QUIDGIT™ and watch it tumble off the stage!

WHAT'S BEING TAUGHT?

Ordinal Numbers: Players learn to identify the ordinal position of objects lined up in a row.

Simple Subtraction: Players learn the concept of subtraction by taking away objects from a given amount.

WHY IS THAT IMPORTANT?

Through varied experiences, children begin to understand that ordinal numbers describe a position rather than a quantity. Games like *Balloon Blast* help children understand the concept and hear the language of ordinal numbers, an important part of connecting mathematics to the real world. As children toss balloons at the QUIDGITS, they are reinforcing what they know about ordinal numbers and simple subtraction concepts.

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Australian Office:

Telephone: 1800 244 543
Opening Hours: 8:30 AM to 5:00 PM, Monday to Friday
Australian Consumer Service Contact:
Please submit questions to our support staff via email at: info@funtastic.com.au

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